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Conti et al.(10) **Pub. No.: US 2017/0225079 A1**(43) **Pub. Date: Aug. 10, 2017**(54) **SYSTEM AND METHOD FOR ONLINE
COMMUNITY MANAGEMENT***A63F 13/87* (2006.01)*A63F 13/35* (2006.01)(71) Applicant: **Take-Two Interactive Software, Inc.**,
New York, NY (US)(52) **U.S. Cl.**CPC *A63F 13/75* (2014.09); *A63F 13/35*
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(2014.09)(72) Inventors: **Dan Conti**, Reading, MA (US); **Evan
Michaels**, Bromley (GB); **Pablo
Aguilar Fruto**, Barcelona (ES)

(57)

ABSTRACT(73) Assignee: **Take-Two Interactive Software, Inc.**(21) Appl. No.: **15/495,792**(22) Filed: **Apr. 24, 2017****Related U.S. Application Data**(63) Continuation of application No. 13/894,112, filed on
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Disclosed are systems and methods for online community management. The disclosed system allows for automatic identification and punishment of players exhibiting bad sportsmanship through a combination of automatic detection schemes and a peer reporting scheme. In addition to the sportsmanship check, the disclosed system also provides automatic checks for identifying potential cheaters and generating a potential cheaters list for review by admin staff. As a result of either classification system, players found to be either bad sports or cheaters are not allowed to participate in play with the general pool of players, but instead must play in an alternate pool. For extremely harmful conduct, players may be banned from the online community.

